Copper Chest 1	2 Conquest Token, 100 Gold, 1 Copper Treasure
Copper Chest 2	2 Conquest Token, 2 Curses, 1 Copper Treasure
Copper Chest 3	2 Conquest Token, 1 Copper Treasure
Silver Chest 1	3 Conquest Token, 100 Gold, 1 Silver Treasure
Silver Chest 2	2 Curses, 2 Silver Treasures

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Pirates Of The Shallow Seas: The Bridge Of Sorrow

By Obstacle Kid

Quest Background

" I have a bad feeling about this, Pete" says Torben Strongbeard, an athletic and strong looking guy with an improvised and rusty plate armor, an old and battered shield and an mighty saber as he steps closer to an ancient stone gate that looks not inviting."I have sworn it by my blood and you know it! Don´t argue with me about it. "One Eye" was like a brother to me and if there is only a small chance left to bring him back from the dead...by god... I will take it." shouts Pete Vulture, a tall but crookbacked man with important looking clothes and with an green feathered parrot on his shoulder. " I know...he was my friend too but...but we are ill-fated since we fought the "Devil`s Bane" three month ago. Since that day our ship the "Bloody Anchor" sunk... "One Eye" was killed by some bald headed and black robbed cultists who prais some ancient god called "Eckel"... A strange and bizarre tattoo was carved on his chest that was never there before...Our crew is nearly razed...And know we stand on a mystic island, in a dark and spooky night, in front of an weird mountain-cave-entrance with some strange and not-so-nice-reading words on it...And the reason for all this is an old and stupid legend about a fountain who can revieve your soul and bring the dead back to live...But the only problem is that you must face a thousand dangers and cross an old and rotten bridge with a nice and pleasant name that is "BRIDGE OF SORROW"...!?!?" says Torben with a nearly insane voice... "Yes!" says Pete in a calm manner...Torben stares at him in anger then he takes a deep breath and says "All right, lets get it on."...and so you make your way to the entrance without knowing what lies ahead...

Quest Goals

You must find the mysteries "Fountain Of Souls". Dunk "One Eye" into the water so that his soul can be revived. You start the game with 7 Conquest Tokens. If you can activate some Ancient Glyphs, all the better. If you ever run out of Tokens the Overlord Player wins because you failed to accomplish your oath to save your friends soul from an eternity of pain.

Important:
One of the heroes must carry the still dead "One Eye". You have only one hand for wearing weapons. You must spend 1 Fatigue Token if you want to take a Run Action. If you have no Tokens left you can`t take a Run Action. You can drop him to the ground, put him up or give him to another hero for 1 Movement Point. If the hero who carries him dies, place the figure of "One Eye" on an unoccupied space adjacant to the space where the hero died. "One Eye" is not allowed to leave the board. You can`t take him through Glyphs into the City.

Starting Area

You reach the stone gate as a bright lightning interrupts the darkness and reveals a better look at a bizarre tower in the center of a snake like building. The stones of the entrance are covered by thick moss except a huge stone plate with letters on it:

You came a long way to bring your friend back from the dead.
So take my advice for the dangers that lie ahead.

The path to the Fountain is closed and sealed.
In front of the snake a Rune must be wield.

The snake cries of pain for many years.
Heal her, to dry out the "Lake Of Tears"

Follow the narrow path, be calm and stay brave.
Till you find the skulls waiting for you in a cave.

You should be wise and take good care.
To get the Fang from the "Tower of Despair".

(In the moment as you ended the sentence a roaring thunder interrupts the silence.)

Black wings in the sky- Keep your heads very low
And watch your step on the "Bridge Of Sorrow".

At last you must pay the final price
And face the "Barri.....Ice".

You can`t read the last letters because a small piece of the stone plate is missing.

Area 1

You opened the stone gate and took some steps into a room that seems to be a great entrance-hall like the ones in huge castles. It is dark and you can`t see very far. In a sudden all the torches in the hall are lit and an astonishing view is reavealed. The main space is occupied by a huge statue of a great snake-face on the eastern wall. The snake has it`s mouth shut and seems to sleep. If you take a closer look you can see some mechanics on the side of the mouth which seemed to be there for opening the same. On the south side you can see a small but flat Lake of acid water which lies besides another snake statue. This statue is much smaller and the snake has it`s mouth wide open. From your side you can see that water drops down from it`s eyes. It looks like she is crying. If you look into the clear water you can see something lieing on the bottom. As you walk into the room an arrow flys shortly over your head and some skeletons are charging your way. Torben strengthens his grasp on his sword and says "All right, hear they come!".

If a hero ends his turn on the "?" and has not the "Fang of the Snake" read the folllowing text:

You take a closer look and see that the snake misses one tooth. There are only three of four fangs in her mouth. There is a small hole where the fourth fang could be placed.

If a hero ends his turn on the "?" and has the "Fang Of The Snake" read the following text:

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You take a closer look and see that the snake misses one tooth. There are only three of four fangs in her mouth. Ther is a small hole where the fourth one could be placed. You took the fang out of your poket and put it into the hole. You hear a silent klick and shortly after a silent rumbling inside the body of the snake. Suddenly the snake stops to cry and she releases a stream of hot lava into the lake. The lava vaporizes the acid water and releases a thick vapor throughout the cave. After a short while the vapor drafts and releases a Blue Rune Key on the bottom.

Give the heroes the Blue Runekey and convert the "Water Obstacle" to a "Pit Obstacle".

Area 2

As you opened the heavy oak door you can see a wide corridor witch bends to the right. A lot of human bones and skulls are distributed all over the floor. Shortly after the door a pit blocks your way. If you look closer you can see some relations to the lake on the other side of the room. On the other side of the pit you can see a huge spider which gnaws on something that looks like a rotten carcass of a hero. It seems that it doesn`t realises that you are trying to interrupt it`s dinner.

Area 3 "Skull Cave"

The whole cave is covered by huge piles of skulls of all kinds of races. When you look up, you can see that this is a great tower which is completly hollow. Winding staircases on the wall are the only way that goes up. As you try to get to the stairs you must watch your step or you slip over some skulls. Suddenly some piles of skulls collapse and you think that somthing is moving under them. A moment later a huge and ugly snake slashes out of the sea of skulls and some carcasses want to inflict some pain on your body with their old and mean looking arrows.

Area 4 "Tower Of Despair"

As you reach the top of the tower a bright lightning strikes down in the distance and a roaring thunder salutes your arrival. There are two ways which slopes upwards and they get together in a circular plattform. A small chest stays on a small column in a stepped section of the top plattform. You can see a strange creature in the center of it which seems to be a guardian. The Manticore lies on the floor and it looks that he don`t want to harm anybody because he leaves a calm impression on you. Suddenly a bunch of small coloured clouds appear in front of the heroes. After the clouds moved away a group of monsters appear where the clouds were and the Manticore releases an angry growl and prepares to attack.

If a hero ends his turn on the "?" read the following text:

You open the small chest in hope that it is not protected by a trap. The chest is lined with velvet and a spiky, bended object in white lies in it. Without wasting any thought you take it and put it into your poket.

The heroes are now in the possession of the "Fang Of The Snake" .

Area 5 "Mouth Of The Serpent"

As you opened the "Mouth of the Serpent" a foul and stinking cloud of mist fills the air. In it, you can see a huge cave which is filled with all kinds of ugly beasts. Four great stalagmites are catching your eyes which are positioned like the fangs of a snake. Green and ugly slime covers the main part of the floor and a giant snake crawls through the cave like a cat which has cornered a mouse.

Area 6 "Bridge Of Sorrow"

Finally you make your first step on the "Bridge Of Sorrow". You stare at it in great awe because it is a miracle of construction. You can`t believe it but it is a great plank bridge which old and rotten planks that are bond together by thick ropes which seem to be spliced spider webs. The whole bridge is covered by holes were planks were broken. So much for the seemingly good news, know the bad news. If you risk a view into the depth you must grab something to stabilise you position or you will be sucked down by the alluring darkness. It seems that if you slip or break through the planks you will fall for all eternity. The whole sky between the two great mountains is covered by thousands of black winged Devil Bats. Some sit on the handrail like hens on a pole and some are gliding shortly over your heads. At the other side of the bridge a portal-like-door with the letters "Fountain Of Souls" is waiting for you. Finally you can see an ugly Oger who swings a great morning star over his head. You pull yourself together before you take your first step on the bridge.

Important: Don`t place the "?"-Counter on the board when you reveal the Area.

The Overlord Player is not allowed to play "Trap Cards" and "Spawn Cards" in this Area .

If a hero steps on a space with an "?" throw a "Power Die" to see what happens.

"Blank"-" (Swoosh)...(Swoosh)...OUCH...you fat, ugly bastards!!...I will make you pay!"-Two Master Devil Bats are diving down from the sky and attack you instantly. No figure will be placed on the board. After the attack you can continue with your Action.

"Power Surge"-" (Swooosh)...(Swoosh)...OUCH...I can`t hit them. There are to many...!"-Two Devil Bats are diving down from the sky and attack you instantly. No figure will be placed on the board. After the attack you can continue with your Action.

"Power Enhancement"-" (Swoosh)...Stinking Bats, if i get you I will make you pay!"-A Devil Bat dives down from the sky on you. It attacks you instantly but no figure will be placed on the board. After the attack you can continue with your Action.

If a hero steps on a "Pit Token " read the following text:

You are taking a falls step and slip through the hole into the black depth. The last words we can hear from you are "AAAAAHHHHHH !!!!".

Your hero falls from the bridge. You lose Conquest Tokens just like you were killed. He starts in the Town on his next turn.

If the heroes activate the glyph reveal and open the door of

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Area 7 and read the following text:

In the same moment you activated the glyph, the portal door opens itself and reveals a pair of white balls which are glowing in the darkness. A few moments later the face of a great white dragon points out of the blackness "I`am the guardian dragon of the "Fountain Of Souls". I have waited a long time to say this patterns again.:
I AM "BARRIAN OF THE ICE" THE GUARDIAN OF THIS DOMAIN.
YOU SHALL NOT PASS AND DIE IN VAIN.
Scary, isn`t it "

As long as the mighty Guardian Dragon "Barrian Of The Ice" steps completely on the bridge throw three "Power Dice" at the begining of the Overlords Turn. If you roll a Triple Blank read the following text:

The bridge is moaning under the weight of the dragon. Suddenly, without a warning, the ropes rip apart and the planks are breaking. The whole bridge breaks apart and you fall into the black darkness along with the rest of the bridge.

The bridge crumbles under the weight of the dragon. The heroes and the dragon are falling into the black depth along with the rest of the bridge. The heroes lose the game.

If a hero wants to use the Glyph to get to town for the first time read the following text:

You make your normal gestures and speak the magic words, just like every time you used the mystirious, and only useable by you, Glyphs to make your transport to "Vilkin Klaavs" the only merchant who is the owner of the glyphs destination-point. Fortunatly he is the best organized merchant and owner of magic objects in the whole world. But this Glyph is not functioning like the others. It seems that it`s magic was manipulated to be a trigger for the door which leads to the fountain.

The heroes can not use this Glyph to get to town but they can use it to get from town back on the board.

Area 7 "Fountain Of Souls"

If a heroe ends his turn on the "?" read the following text:

With their last strength they make their way to the Fountain which is covered in bright light to give the interior of this room a divine image. They grab "One Eye" together and dunk him into well. Then they step aside and watch what will happen. A few minutes later "One Eye" jumps out of the divine water. Pete and Torben help their friend on his feet and ask them if he is all right. "Thank you friends. I knew that I can count on you...I don`t know what to say...Thank you, thank you..."."Hey, no problem. You know, we are bloodbrothers and brothers-in-arms. You would do the same for us, my friend." says Pete. "Where is my crew?-What happens to the ship?"-"Everything is all right. The crew is waiting for your commands!"-"Pete, we must set the sails and sail to the north. We must reach the shores of Tharion as fast as we can. Go, I will come later. I must recover my strength for a while. Go...Go, my friends!". As the two leave the hall,

"One Eyes" face turn to stone and he says to himself in a darker voice "So you are trying to fool me again. But not this time. Soon we will meet again, Mechtheim, my old friend.", and for a short while his eyes are glowing red in the dark and his tattoo seems to burn...but this is another story!

The heroes gain 4 Conquest Tokens.

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